

METHOD AND SYSTEM FOR VIDEO POKER

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[0100] The present application is a Continuation-in-Part of U.S. Application No. 09/858,987, filed May 16, 2001, ^{and issued as U.S. Patent No. 6,592,456}, which is a Continuation of U.S. Application No. 09/165,184, filed October 2, 1998, and issued as U.S. Patent No. 6,257,979.

5 The content of each of the above applications is hereby incorporated by reference herein in its entirety.

FIELD OF THE INVENTION

[0101] The present invention relates generally to gaming devices, and more particularly, to systems and methods for playing video poker.

10 BACKGROUND

[0102] Slot machines are highly profitable for casinos in the United States. In 1997, they accounted for more than \$10 billion of total casino revenue. With individual slot machines typically earning between \$50 and \$150 per day, slot machines often account for well over one-half of the overall profits of most
15 casinos. If past performance is any indication, interest in slot machines is growing. This can be attributed in large part to the development of electronic-type slot machines, such as those simulating various video poker games. Many players find video poker machines to be a more interesting alternative to traditional slot machines because they allow the player to make decisions throughout the game.

20 [0103] The earliest devised draw poker machines basically replicated a game of cards played at a table. More specifically, after placing a wager on a hand (i.e., inserting a predetermined number of coins) early video poker machines dealt playing cards from a standard fifty-two (52) card poker deck and displayed a single five (5) card hand to the player on a display screen. Thereafter, the player selected
25 which of the five (5) playing cards he wanted to hold. Replacement cards were then dealt and displayed. Finally, the machine determined the player's winnings for the resulting five card hand based on a conventional poker hand ranking scheme.